INTERNATIONAL CONGRESS 2015

GRANADA, SPAIN
28 SEP – 2 OCT 2015

call for participation

DIGITAL HERITAGE

http://www.digitalheritage2015.org/

DigitalHeritage is the international event for those working on information technology for heritage. A "federated" world congress of the leading international societies, organizations, and events around IT for heritage, DigitalHeritage 2015 will bring together for the second time, VSMM, Eurographics GCH, Arqueológica 2.0, Archaeovirtual, and special events from CAA, CIPA, Space2Place, ICOMOS ICIP, and more, all in one venue with a prestigious joint publication. A groundbreaking public display of cutting edge digital heritage projects will also grace the conference venue at Granada's Alhambra and Parque de las Ciencias.

Following the successful format of the first DigitalHeritage in 2013, the conference will have a single call for papers and a coordinated scientific review process across all the federating events.

CALL FOR PAPERS

We are seeking original, innovative and previously unpublished contributions in theoretical or applied Digital Heritage areas. All papers will be double-blind peer-reviewed by at minimum 3 referees from the International Scientific Committee. Every submission will have at least one technical and one cultural reviewer to ensure a rich diversity of accepted works spanning both technology and the humanities. All submissions will be reviewed for originality, significance, clarity, impact, and soundness.

Since this is a joint World Congress, you need to submit only once to be considered for the integrated joint proceedings of all affiliated events. We remind that we will have a single review process and publication.

Each submission shall indicate the specific Digital Heritage 2015 Theme that is more relevant (see bellow the definition of the five planned Themes).

Digital Heritage 2015 is composed of a number of parallel tracks, including full and short papers, special sessions (tutorials, workshops and panels), exhibitions, and special events.

Visual Material

Paper submissions, Applications, Exhibitions & Showcases are encouraged to submit visual materials, promotional videos or multimedia presentations that demonstrate and describe the results of the scientific work, project, or exhibitor showcase. Visual Materials will be required by the scientific committee for the selection of the best working results to be awarded. A dedicated upload area will be provided for final paper submission.

Submissions

You may submit to participate in DigitalHeritage in one of several ways:

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PAPERS
- Full (8-page properly formatted paper via EasyChair)
- Short (4-page properly formatted paper via EasyChair). Short papers can be presented as oral presentations or posters.
  Note that papers not considered ready for full publication may be redirected as posters.

SPECIAL SESSIONS
- Workshop/Tutorial/Panel (up to 4-page overview via EasyChair)

EXPO
- Exhibit (up to 4-page overview via EasyChair)

See the following sections for submission details and deadlines.

Submission procedure

All submissions will need to be submitted by means of EasyChair that is accessible through

https://www.easychair.org/conferences/?conf=digitalheritage2015

Submission Regulations

Submissions will be administratively rejected without review if it is found that:
1. The submission violates the IEEE & EG Policy and Procedures on Plagiarism.
2. The submission is a dual submission; that is, if the submission is simultaneously under review for any other conference or publication.
3. Electronic files have been submitted that have been designed to have side effects other than presenting the submitted work to reviewers and committee members (for example, a "phone home" script).
4. It appears that the paper contains material for which the submitters have not secured the necessary copyrights.

5.

FULL AND SHORT PAPERS

Submitted manuscripts should not exceed 8 pages for full papers (including figures, tables and references) and 4 pages for short paper presentations. Authors should select a single scientific Theme for each submission.

The two best papers on each theme will be invited to submit an extended version of the paper to a an International Journal including:

ACM Journ. on Computing and Cultural Heritage - JOCCH (http://jocch.acm.org/):
Journal of Cultural Heritage (Elsevier, http://www.journals.elsevier.com/journal-of-cultural-heritage/):
Journ. Digital Application in Cultural Heritage (Elsevier, http://www.journals.elsevier.com/digital-applications-in-archaeology-and-cultural-heritage/)

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Short papers will be presented at the event with either an oral presentation or by means of a poster or e-posters presentation. Authors of short paper should indicate the preferred way of presentation (Oral or Poster).

As the conference adopts a double-blind reviewing process, authors must ensure that any information that links authors or co-authors, e.g. affiliations, contact details, e-mails, to the paper are removed on the paper for the first submission step. Registration details on easyChair should remain at place

The full and short papers must be formatted in IEEE double column, single space format, A4 page. The word style or the LaTeX template can be downloaded from the IEEE site.

SPECIAL SESSIONS

Special Sessions will include:
- Tutorials
- Workshops
- Panels

For a Special Session proposal to be considered for acceptance at Digital Heritage 2015, the proposed topic needs to be a presentation of teaching objectives (tutorials), contributions to the state-of-the-art, new initiatives or an emerging area in one of the core themes of the conference. The topic should be timely and significantly important to the audience, and the speakers need to convey compelling information about it.

- **Tutorials** should be planned as half-day or full-day, at introductory, intermediate or advanced levels, and could cover any theme among the entire spectrum of topics of the Conference. They could focus vertically on technology, or could demonstrate its potential for creative applications. Tutorials are intended to show what can be done, but even more importantly, how this is done and what kind of tools can be used to do it. While proposing a tutorial, authors should consider that tutorial attendees come from diverse backgrounds, ranging from research and development to education, curatorship and applications.

- Proposals for **Workshops** and **Panels** will be judged by the ability to bring together key researchers from the CH as well as ICT domains, aiming at introducing a new area to the overall community, to further develop it, and to help establishing a larger research community beyond that area. Special session proposals covering multi-disciplinary areas are particularly encouraged, as well as those proposals regarding common challenges, e.g. (and not restricted to) Methods in Archaeology, Museums and Technology, etc.

Special Session submission proposals (up to 4 A4-pages) should containing the following information:
- A title and brief description of the content or topic and its relevance to the DH community (not more than 1,500 words);
- Full contact information for all tutorial instructors or workshop leaders, including a one-paragraph statement of their research interests and areas of expertise;
- A short CV for each presenter, participant or authors who have agreed to participate with their results to the session

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- A description of target audience and expected number of participants (based, if possible, on past experience);
- Any special requirements for technical support.

Additionally, Tutorial proposals should include:

- A brief outline showing that the core content can be covered in a half day (approximately 3 hours, plus breaks). In exceptional cases, full-day tutorials may be supported as well.

Workshop proposals must include:

- The intended length and format of the workshop and the forecasted number of attendees;
- A proposed budget (as DH workshops are expected to be self-financing).

CONFERENCE THEMES

While planning your submission(s), take into account that Digital Heritage 2015 will focus around five Heritage Themes:

Digitization and Acquisition
- Photogrammetry & image-based modeling
- 3D scanning & digitization (laser, structured light, motion capture, etc.)
- Remote sensing and Aerial Laser Scanning (ALS)
- GNSS (GPS, GLONASS, Galileo)
- Advanced 2Ddocument scanning
- Low-cost & gaming 3D input
- Ultra-high resolution & HDR photography
- Terahertz, Infrared, UV & X-ray imaging
- Advanced sensors research
- Heritage diagnostics

Computer Graphics and Interaction
- Immersive and Active/Passive stereo-displays
- Augmented displays
- Real + virtual worlds (mixed/augmented reality)
- Virtualization of other senses (touch, taste, smell, sound)
- Haptic & Multimodal interaction
- Distributed VR
- Local/remote rendering
- Innovative interaction systems
- Tools for Storytelling and Serious Games
- Tools for multimedia or museums installations
- Usability, effectiveness and interface design
- Visual simulation of materials
- Emerging visualization technologies

Analysis and Interpretation
- Historic Document Analysis
- Remote Sensing Analysis (including visible, multispectral and radar images)

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- Finite element, structural and other analyses
- 3D modeling (CAD-based and reality-based
- Building Information Modeling (BIM)
- Virtual Reconstruction Issues
- Realism and Interpretation in CH
- 3D, multimedia and GIS repositories, platforms, & info systems
- Digital Curation and Museology
- Virtual GIS and Mapping tools
- Integrated interpretation of diagnostic sensors

Theory, Methodologies, Preservation and Standards
- Metadata Handling & Management
- Digital libraries
- Heritage Commons
- Cultural Analytics
- Heritage at Risk
- Cognitive Sciences and Interaction
- Digital Humanities
- Text Markup / Analysis
- Born digital content issues
- Digital Rights Management
- Trusted digital repositories / OAIS
- Institutional Repositories
- Semantic Web in CH
- New Economical Models for Digital Heritage
- Long term storage and persistence
- Requirements and policies for Preservation
- Data formats and compression for preservation

Digital Heritage Projects & Applications. Integrated solutions and best practices in:
- Virtual documentation
- Virtual heritage conservation
- Virtual restoration
- Virtual archaeology
- Virtual museums
- Virtual Exhibitions
- Serious Games for heritage
- Collaborative environments
- Internet technologies and social media
- Digital documentation for conservation

DIGITAL HERITAGE EXPO

The community is invited to submit proposals for installations, applications, digital artworks, or technical demos to build up the Digital Heritage Expo at DH2015. During this important international event, dedicated spaces for Virtual Archaeology, Virtual Museums and Digital Art will provide an additional forum to showcase project results and present applications. Spaces will be provided by the Science Museum and will be accessible and open not only to the conference participants but to also to the public. Best showcases and projects will be selected by the scientific committee, and will be assigned space and visibility within the exhibition area. Applications and artworks must be finished and

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submitted by the deadlines defined in this call. Submissions should not exceed 4 A4-pages (including images, references, etc.) addressing the scope of the exhibition themes and highlight innovation (cultural/technological), impact (cognitive, artistic, communicative), novelty of the approach, and typology of the installation/application, of the contents and of the interactive system. Submissions might be complemented by supplementary visual material.

IMPORTANT DATES

	Length	Deadline for Submission	Notification of Acceptance	Camera Ready Receipt
Full Papers	up to 8 pages	29th March	7th June	15th July
Short Papers	up to 4 pages	17th May	30th June	15th July
Tutorials	up to 4 pages	29th March	30th May	15th July
Workshops	up to 4 pages	29th March	30th May	15th July
Panels	up to 4 pages	29th March	30th May	15th July
Digital Heritage Exopo	up to 4 pages	3rd May	17th June	15th Jul

INTERNATIONAL PROGRAMME COMMITTEE

IPC CHAIRS

Gabriele Guidi — Polytechnic of Milan (Italy)
Roberto Scopigno — Italian National Research Council (Italy)

THEME CHAIRS

- Digitization and Acquisition: Fabio Remondino (Italy)

- Analysis and Interpretation: Juan Barceló, (Universidad Autónoma de Barcelona, Spain)

- Theory, Methodologies, Preservation and Standards: Luciana Duranti (Univ. British Columbia, Canada)

- Digital Heritage Projects and Applications: Susan Hazan (Israeli Museum, Israel)

More Information

http://www.digitalheritage2015.org/

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